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Active EXPLOITS
diceless roleplaying



The Shaded Veil™

pen . paper . rules . no dice required

Horrors from the other side

The Shaded Veil

for

Active EXPLOITS

diceless roleplaying

Active Exploits is a diceless roleplaying system designed for quick and easy game play. The Active Exploits Core Rules are available on the internet at **http://www.pigames.net**. Active Exploits Core Rules may be distributed in printed form or its original electronic format, provided that you charge no fee and do not alter its contents or layout.

Written and Designed by Brett M. Bernstein.

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The Veil



The Shaded Veil is an imperfect barrier which separates the Astral Realm from our world. Parts of the Veil thicken and thin during specific times of the year. When the Veil is thin, horrors from the other side visit us; ghosts are more common and creatures such as vampires and werewolves become stronger. This change in the Veil is referred to as *shading*.

The Astral World

Entering the Astral Realm is like stepping into an abyss. It lacks physicality and is home to billions of creatures and spirits capable of interacting with one another. Our world is clearly visible, yet incorporeal to the Astral inhabitants.

We sometimes unknowingly enter the Astral Realm while sleeping, exposing ourselves to the nightmares of the other side. This also leaves us vulnerable to possession and ghostly influences.

Spirits wait for times of shading to interact with us physically. These occurrences are typically classified as hauntings or poltergeist activity.

The Setting

Characters may portray a wide variety of characters including ghost hunters, detectives, psychics, exorcists, or even paranormal investigators. This book acts an addendum to the Active Exploits Core Rules and includes new abilities, gimmicks, skills, and horrors from both the Astral Realm and our own world. The director is free to determine the exact nature of the setting and may determine if player characters are permitted to use special abilities or not.

An interesting twist would be to set up a game where all or some of the players portray the monsters.

Times of Shading

SAMHAIN

The period of Samhain (or more commonly All Hallow's Eve) occurs on October 31 and marks the period of maximum thinning. More spirits visit our world during this day than any other. Channeling ability is also more common during this period because the thinning of the Veil allows more magical energy to permeate our world.

- *the difficulty of all tasks involving the channeling ability during Samhain are* ◀2
- *the difficulty of all tasks involving the manifestation ability during Samhain are* ◀2

YULE

Yule occurs for twelve days beginning on December 20 and marks the Veil's recovery from its past shadings. It is a period of reflection for most channeling practitioners. ESP ability is heightened during this period due to the thinning, however.

- *the difficulty of all tasks involving the channeling ability during Yule are* 1▶
- *the difficulty of all tasks involving the esp ability during Yule are* ◀1
- *the difficulty of all tasks involving the manifestation ability during Yule are* ◀1

IMBOLC

Imbolc occurs around February 1 and is a period of rebirth for both worlds. It is during this time that the Veil acts as an umbilical cord, connecting both worlds in order to restore order.

- *the difficulty of all tasks involving the manifestation ability during Imbolc are* ◀1

OSTARA

Ostara marks the return of nature's power over our world. It occurs on the first day of spring and lasts for approximately three days. It is during this period that we are more susceptible to entering the Astral Realm while dreaming and are often assaulted by nightmares. This period is also associated with an increase in werewolf activity.

- *the difficulty of all tasks involving the esp ability during Ostara are* ◀1
- *the difficulty of all tasks involving the manifestation ability during Ostara are* 1▶

BELTANE

Beltane occurs for two days beginning on April 30. It marks a rise in vampire activity. This probably stems from the increase in nightly activity brought on by nice weather.

- *the difficulty of all tasks involving the channeling ability during Beltane are* 1▶
- *the difficulty of all tasks involving the manifestation ability during Beltane are* 1▶

MIDSUMMER

Midsummer occurs for an entire month beginning on June 15. It is during this period that the Veil is thickest.

- *all vulnerabilities from herbs inflict one additional grade of fatigue or injury when exposed during Midsummer*
- *the difficulty of all tasks involving the channeling ability during Midsummer are* 1▶
- *the difficulty of all tasks involving the manifestation ability during Midsummer are* 1▶
- *the difficulty of all tasks involving the esp ability during Midsummer are* 1▶

UMHVAR

Umhvar begins on September 21 and continues until Samhain. It marks the beginning of an increase in thinning which ends after Samhain.

- *the difficulty of all tasks involving the channeling ability during Umhvar are* ◀1
- *the difficulty of all tasks involving the manifestation ability during Umhvar are* ◀1

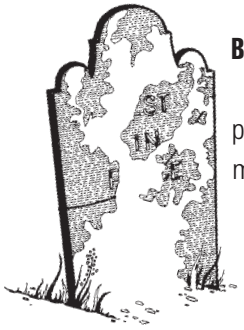
Locations of Shading

HOLY GROUNDS



Churches, synagogues, and other places of divine worship thicken the Veil and disrupt manifestations from the Astral Realm.

- *the difficulty of all tasks involving the manifestation ability while on holy ground are* 2▶



BURIAL GROUNDS

Cemeteries, tombs, and other burial places thin the Veil and strengthen manifestations from the Astral Realm.

- *the difficulty of all tasks involving the manifestation ability while on burial ground are* ◀1

NATURE'S GROUNDS



Forests, lakes, and other dense areas in nature strengthen the manifestation ability of spectres.

- *the difficulty of all tasks involving the manifestation ability for a spectre while on nature's grounds are* ◀1

Astral Horrors

Most creatures will probably emanate from the Astral World. There are four distinct classes of Astral inhabitants: entities, ghosts, spectres, and spirits.

ENTITIES

Often mistaken for gods, entities are the dominant

Astral powers. There are seven recognized entities (as discussed in the core rules), but it is unclear if they are single beings or a mass of influential factions. Entities commonly endow mortals with supernatural ability in exchange for worship and subservience. They are also referred to as totems or archetypes and do not manifest into our world except to make covenants with worshippers..

GHOSTS

Ghosts are the disembodied souls of the dead. It is believed that the soul departs the body for the Astral Realm shortly after death and is eventually reborn into a new, suitable host. For one reason or another it is possible for souls to become trapped in the Astral Realm. In which case, they never find a new mortal body and roam the incorporeal plains for all eternity.

Poltergeists are similar to ghosts except that their souls have been subjected to terrible evils throughout each life cycle. Eventually, the soul becomes too corrupt to be reborn and wanders the incorporeal plains seeking revenge on those in the mortal realm.

SPECTRES

Spectres are less powerful entities which enigmatically manifest near patches of undisturbed areas of nature. They roam swamps, lakes, forests, and the like. These nature spirits can be childishly playful or violently protective of their grounds.

SPIRITS

Spirits are weak entities which roam the Astral Realm. They occasionally gain enough power to manifest in our world for short periods of time.

Earthly Horrors

Many creatures also originate from our world. Their form is varied, yet they always cause panic and dread.

CULTS

Many groups of worship exist in our world. They are often contacted by one entity and carry out its wishes in exchange for power.

VAMPIRES

These bloodsuckers have been around for thousands of years. You do not want to run into one.

WEREWOLVES

Two varieties of werewolves exist in the world today: cursed and true. The cursed ones carry an infectious viral strain which is paranormal in nature and passed on to their victims through a single bite. True werewolves are the descendants of a strange offshoot of man and wolf. They transform into both wolf and werewolf.

WILD ANIMALS

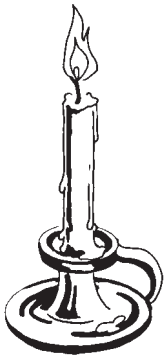
Even mortal animals in the wild can be a threat to any adventurer.

ZOMBIES

Zombies are animated corpses of the dead. Both human and animal corpses can be affected, but they are always controlled by a necromancer or free spirit.

Dementia

Characters gain one level of dementia when faced with extreme terror (murder of a family member, bloody crime scenes, dismembered or walking corpses, etc.) or supernatural occurrences (seances, ghostly lights, seeing a vampire turn into a bat, etc.). The director is free to determine appropriate situations for increasing a character's dementia. Some manifestation based skills may also induce dementia as described in the next section.



Rules Addendum

New Potential Abilities

NECROMANCY is the ability to command the spirits of the Astral Realm. Necromancy can be used in the following situation:

- *using any necromancy based skill*

MANIFESTATION is a spirit's ability to manifest in our world. This ability may only be used by Astral inhabitants. Manifestation can be used in the following situations:

- *using any manifestation based skill*
- *using any fitness based skill while in a corporeal state (manifested or in possession of a mortal or corpse)*

New Mutable Abilities

TRANSFORMATION allows a character to change form at will. The type of change is dependent on the number of points expended. Transformation points are recovered at a rate of one per hour. Points are not required to be expended in order to return to the character's original appearance and he may do so at his leisure.

1 *facial appearance only*
2 *mortal appearance only*
3 *wolf or similar sized animal*
4 *bat or similar sized animal*
5 *mist*

PHYSICAL ENDOWMENT indicates that the character has been given a limited supply of supernatural physical ability. Physical endowment provides the following benefits:

- *points may be expended to add effort to any task which can be used with the fitness ability*
- *points may be expended in the same manner as the discipline ability*

New Gimmicks

HAUNT

The Astral inhabitant is tied to a particular piece of land, structure, or individual and may not leave unless banished.

IMMORTALITY

The character does not age and will live forever unless killed by a violent act.

INVULNERABILITY

The character is supernatural in origin and does not receive normal damage unless exposed to a vulnerability. Treat this gimmick as if the character has the following armor characteristics:

damage type	***protection***
A	*3*
B C	*2*
E	*1*

LONGEVITY

The character has ceased aging due to a secret formula, fountain of youth, or vampire bite which must be reintroduced once per week.

LYCANTHROPY BLOODLINE

The character transforms into a wolf during a new moon and a werewolf during a full moon.

LYCANTHROPY CURSE

The character transforms into a werewolf during a full moon. The curse is passed on to anyone unfortunate enough to be bitten by the character in werewolf form.

MANIFEST

The creature can assume a physical form for short periods of time and is capable of interacting with our world. Once manifested, the creature can substitute the manifest ability for tasks requiring the fitness ability. The type of manifestation and duration is determined by the creature's manifestation ability.

|+1| *wailing and creaking sounds (2 turns)*
|+2| *shimmering lights (10 turns)*

| +3 | *incorporeal human form (30 minutes)*
| +4 | *corporeal human form (4 hours)*
| +5 | *corporeal human or animal form (1 day)*

MIST

The Astral inhabitant causes a fog or heavy mist to appear whenever it uses a manifestation based skill.

NATURAL ARMOR

The character has some sort of natural protective covering similar to leather. It offers the same protection as skins.

NATURAL WEAPON

The character has some sort of natural weapon(s) which can be used to damage an opponent. Examples are claws, fangs, tail, etc. Blunt weapons are classified as doing A1 damage, while sharp weapons are classified as B1.

NON-REFLECTIVE

The character casts no reflection or shadow.

REGENERATION

The character heals at an accelerated pace; injury is restored by one grade per day and fatigue is restored by one grade per hour.

SHIVERS

The Astral inhabitant causes the air in his immediate vicinity to decrease in temperature.

TOLERANCE TO PAIN

The character can ignore all penalties due to fatigue and injury.

WIND

The Astral inhabitant causes sudden breezes to emanate from his location whenever he uses a manifestation based skill.

New Aptitudes

PHOTOGRAPHY *(reasoning)* ⚙A⚙m

This is the art of taking and developing photographs. The character is familiar with the complete photographic process including the use of chemicals, papers, and lenses.

New Academia

PARAPSYCHOLOGY *(reasoning)* ⚙m

The paranormal has been investigated for hundreds of years. Parapsychology is the methodical study and organization of the paranormal and other occurrences which are inexplicable by science. This skill can also be used to identify supernatural creatures and their properties.

EXORCISM *(faith)* ⚙A⚙m

This is the skill of forcing spirits from possessed mortal bodies. A contested task between the creature's manifestation ability (and possession skill) and the character's faith ability (and exorcism skill) determines if the spirit is forced to leave the body. Once exorcised, the spirit may not return to the same body.

ASTRAL PROJECTION *(esp)* ⚙F⚙A⚙m

The character can remove his consciousness from his physical form while in a dream state. It then enters the Astral Realm in a non-interactive form. While the character's consciousness cannot communicate with other Astral inhabitants, it is free to travel within the confines of the Astral Realm and observe our world as a spirit would—without physical form. The character's consciousness must return to its body within a specific time frame (determined by skill level) or become trapped in this incorporeal state forever.

rating	**maximum time**
apprentice	*fifteen minutes*
proficient	*forty-five minutes*
expert	*two hours*

CLAIRAUDIENCE *(esp)* ⚙F⚙A⚙m

This is the power to communicate with Astral inhabitants in the character's immediate vicinity. He can hear them as if they were speaking to him. They can also understand the character when he speaks.

CLAIRVOYANCE *(esp)* ⚙F⚙A⚙m

This is the power to see through the Veil and view Astral inhabitants in the character's immediate vicinity.

ANIMATE *(necromancy)* ⚙F⚙A⚙m

The character can bind a nearby spirit into a human or animal corpse for the purposes of control. The spirit must obey the character's commands and in turn animate the

corpse's lifeless body. A contested task between the creature's manifestation ability and the character's necromancy ability (and animate skill) determines if the spirit is forced to obey the character.

BANISH *(necromancy)* ⚙F⚙A⚙M

The character can force any Astral inhabitant, except for entities, to flee the immediate area or leave the body of a possessed mortal or corpse. It may not attempt to return for at least a day. A contested task between the creature's manifestation ability and the character's necromancy ability (and banish skill) determines if the inhabitant is forced to become banished.

NAME *(necromancy)* ⚙F⚙A⚙M

The character can call any Astral inhabitant except for entities by speaking its name. A contested task between the creature's manifestation ability and the character's necromancy ability (and name skill) determines if the inhabitant is forced to obey the call.

GREMLINS *(manifestation)* ⚙A⚙M

The creature causes all machinery or electronics in his immediate vicinity to jam or malfunction.

LURE *(manifestation)* ⚙F⚙A⚙M

The creature can entice a character to approach it. This will most likely be a trap and lead to the character's demise. The difficulty is based on the character's discipline rating (see the manifest difficulty table).

NIGHTMARES *(manifestation)* ⚙F⚙A⚙M

The creature can enter a character's dreams and create a set of images or nightmares which inflict one grade of dementia.

PARALYZE *(manifestation)* ⚙F⚙A⚙M

The creature can cause a target character to freeze in his tracks. The character may not move on his own (no walking, crawling, swimming, etc.) for up to five turns. The difficulty is based on the character's discipline rating (see the manifest difficulty table).

POSSESSION *(manifestation)* ⚙F⚙A⚙M

This skill may only be used by spirits. The spirit is capable of inhabiting the body of a living animal or human. It can assume control of the body at will. By expending one point of discipline, the character can temporarily overcome the possession for up to one hour.

PUTREFY *(manifestation)* ⚙F⚙A⚙M

The creature can cause food, plants, and insects to die and decay. A terrible stench often results.

SILENCE *(manifestation)* ⚙F⚙A⚙M

The creature can control the speech centers of the human brain. The target character may not speak for up to ten turns. The difficulty is based on the character's discipline rating (see the manifest difficulty table).

TERRORIZE *(manifestation)* ⚙F⚙A⚙M

The creature may manifest an incorporeal appearance that strikes fear in one's very soul. Characters that witness the manifestation gain one level of dementia.

manifest difficulties *(based on target's discipline)*

0	*trivial*
1	*routine*
2	*routine*
3	*challenging*
4	*improbable*
5	*improbable*
6	*impossible*



Relics

THE RING OF AKHETON *|+2 effort to haste|*



This relic dates back to the time of the Pharaohs. It gives the wearer the ability to add two points of effort to haste. It was originally intended to give Akheton, a despised Pharaoh, additional time to get away from his many assassins.

THE SKULL OF HRITT *|+1 necromancy|*

Anyone who holds this skull in the palm of his hand receives one extra point of effort when attempting necromancy based tasks.

THE FIRST BIBLE *|+2 faith|*



This is one of the first complete bible manuscripts. It is hand written and has survived over a thousand years. It boosts any character's faith ability by two points when read.

THE IVORY QUEEN *|4 reasoning|*

This is a *queen* chess piece made out of ivory. It was endowed with the magical ability to increase one's intelligence. Four points can be expended on reasoning based skills when in a character's possession. Once used, it becomes just another chess piece.

ZUTYA'S CRYSTAL BALL *|+2 esp|*



This relic was created by the powerful gypsy medium, Zutya. It was in her family for five generations until it mysteriously disappeared. It increases a character's esp ability by two points when used.

FOUR LEAF CLOVER *|4 luck|*

Four leaf clovers are rare but provide four extra luck points to any character who picks one. Once the points are used, the clover is wilts and becomes useless.

LUCKY QUARTER *|3 luck in business situations|*



Anyone who flips this quarter receives three points of luck which can be used with any task that could result in earning money.

THOR'S HAMMER *|+2 effort to hit|*

Thor's giant hammer gives its user up to two extra effort when attacking, but it requires the character to have a fitness ability of |+2| or greater.

LORD PERCY'S CROSS *|+3 effort to exorcism|*

The character that wields this one foot tall crucifix receives three extra effort when using the exorcism skill.

THE SCROLLS OF NEBUCHADNEZZAR *|+2 effort to masonry|*

These blank scrolls are used to draw building plans. When the plans are used, the builder receives two extra points of effort toward the masonry skill.

THE HOLY GRAIL *longevity, invulnerability*



This is the cup that Jesus Christ used during the last supper. It gives a character the longevity gimmick, provided he drinks wine from it once per week. Anyone holding the grail also receives the invulnerability gimmick until he relinquishes it.

VAMPYR WINE *|6 physical endowment|*

This is the bottled and preserved blood of a typical vampire. When ingested, the character receives a physical endowment of six points.

SISTER'S CAULDRON *|+1 channeling|*

This is a witches cauldron which provides a character with one extra point of effort when attempting channeling based skill.

Character Templates

The templates presented here can be used as-is or as examples of how to create characters with similar goals and professions. The director is free to allow any special abilities he considers appropriate within the parameters of his game.

These templates are all modeled using dramatic level guidelines and can easily be modified by the director to reflect pulp or epic reality levels.

Occult Shop Owner

fitness	awareness	creativity	reasoning	channeling
0	0	0	+1	+1*

* *Choose one magical property*

luck ☑ ☑ ☑ ☑ ☐ ☐

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
property (Tome of Antiquity)

convictions
moralistic (commitment)

aptitudes & academia
legends (apprentice), financial (apprentice), literacy (apprentice), warding (proficient), countermagic (proficient)

Vampire Hunter

fitness	awareness	creativity	reasoning
+1	+1	0	0

luck ☑ ☑ ☑ ☑ ☐ ☐

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
fugitive

convictions
duty bound (hunting vampires: compulsion)

aptitudes & academia
investigation (proficient), legends (apprentice), athletics (apprentice), brawling (proficient), melee (expert), streetwise (apprentice)

Paranormal Investigator

fitness	awareness	creativity	reasoning
0	+1	0	+1

luck ☑ ☑ ☑ ☑ ☐ ☐

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
prestige (as paranormal investigator)

convictions
impulsive (compulsion)

aptitudes & academia
investigation (proficient), computers (proficient), electrical (apprentice), legends (apprentice), photography (proficient), parapsychology (expert)

Psychic

0 fitness | +1 awareness | -1 creativity | 0 reasoning | +2 esp

luck ☑☑☑☑☐☐
discipline ☑☐☐☐☐☐

gimmicks
prestige (as psychic), connections (media, police)

aptitudes & academia
legends (proficient), parapsychology (apprentice), performance (apprentice), clairvoyance, clairaudience, or astral projection (expert)

Necromancer

0 fitness | 0 awareness | -1 creativity | +1 reasoning | +2 necromancy

luck ☑☑☑☑☐☐
discipline ☑☑☐☐☐☐

gimmicks
connections (followers)

convictions
power hungry (compulsion)

aptitudes & academia
legends (apprentice), herbal medicine (apprentice), animate (proficient), banish (apprentice), name (proficient)

Exorcist

0 fitness | 0 awareness | 0 creativity | 0 reasoning | +2 faith

luck ☑☑☑☑☐☐
discipline ☑☑☐☐☐☐

gimmicks
connections (Vatican), multilingual (English, Latin)

convictions
pious (Catholicism: commitment)

aptitudes & academia
literacy (proficient), design (apprentice), theology (proficient), psychology (apprentice), inscription (apprentice), exorcism (expert)

Cult Minion

0 fitness | +1 awareness | +1 creativity | 0 reasoning

luck ☑☑☑☑☐☐
discipline ☑☑☐☐☐☐
endowment *(overlord)* ☑☑☑☑☐☐

gimmicks
connections (cult)

convictions
worship (overlord: commitment)

aptitudes & academia
subterfuge (apprentice), legends (proficient), literacy (proficient), theology (apprentice), criminal (apprentice)

Rogue Archaeologist

⚙A ⚙m

+1 fitness	0 awareness	0 creativity	+1 reasoning

+2 relic

luck ☑ ☑ ☑ ☑ ☐ ☐

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
relic (Akheton's Ring: |+2| haste), fugitive, wealth

convictions
delusional (ring keeps him alive: compulsion)

aptitudes & academia
athletics (proficient), firearms (proficient), streetwise (apprentice), legends (apprentice), archaeology (expert)

Witch

⚙f ⚙A ⚙m

0 fitness	0 awareness	0 creativity	0 reasoning

** Choose one magical property*

+2* channeling

luck ☑ ☑ ☑ ☑ ☐ ☐

discipline ☑ ☑ ☐ ☐ ☐ ☐

aptitudes & academia
conjuring (proficient), summoning (proficient), legends (apprentice), crafts (apprentice), herbal medicine (apprentice)

Homeless Prophet

⚙A ⚙m

-1 fitness	0 awareness	+1 creativity	0 reasoning

+2 faith

luck ☑ ☑ ☑ ☑ ☐ ☐

discipline ☑ ☑ ☐ ☐ ☐ ☐

convictions
pious (Christianity: commitment), dependency (alcohol: compulsion), duty bound (spreading the word of the lord: compulsion)

aptitudes & academia
survival (proficient), streetwise (proficient), literacy (apprentice), theology (apprentice), warding or exorcism (apprentice)

Police Detective

⚙A ⚙m

+1 fitness	+1 awareness	0 creativity	0 reasoning

luck ☑ ☑ ☑ ☑ ☐ ☐

discipline ☑ ☑ ☑ ☐ ☐ ☐

gimmicks
connections (cops), authority

convictions
judicial (commitment)

aptitudes & academia
athletics (apprentice), brawling (proficient), firearms (expert), criminal (apprentice), investigation (proficient)

Mad Scientist

0 fitness | 0 awareness | 0 creativity | +2 reasoning

luck ☑☑☑☑☐☐
discipline ☑☐☐☐☐☐

gimmicks
longevity

convictions
egotist (compulsion), dependency (secret immortality formula: compulsion)

aptitudes & academia
pathology (proficient), pharmacology (expert), surgery (proficient), genetics (proficient), general medicine (proficient)

Mad Scientist

0 fitness | 0 awareness | 0 creativity | +2 reasoning

luck ☑☑☑☑☐☐
discipline ☑☑☐☐☐☐

gimmicks
longevity

convictions
egotist (compulsion), dependency (secret immortality formula: compulsion)

aptitudes & academia
chemistry (expert), general medicine (proficient), biology (proficient), criminal (apprentice), herbal medicine (apprentice), legends (apprentice)

Enlightened Magician

0 fitness | 0 awareness | 0 creativity | 0 reasoning | +2 esp

luck ☑☑☑☑☐☐
discipline ☑☑☐☐☐☐

gimmicks
prestige

aptitudes & academia
mesmerism (expert), telekinesis (apprentice), telepathy (proficient), subterfuge (apprentice), performance (proficient), criminal (apprentice)

Endowed Artist

0 fitness | 0 awareness | +2 creativity | 0 reasoning

luck ☑☑☑☑☐☐
discipline ☑☑☐☐☐☐
endowment *(shambalan)* ☑☑☑☑☐☐

gimmicks
connections (art galleries)

convictions
worship (shambalan: commitment)

aptitudes & academia
crafts (apprentice), design (expert), art (proficient), literature (apprentice), forging (proficient)

TOME 5

The Horrors

Ghosts



Mortals occasionally use seances to contact the dead, but the dead attempt to contact us every day. They exist in a state of limbo and use every opportunity to communicate with the living. Most are benign, although their activity can certainly cause panic and nightmares. Ghosts are not particularly powerful and have limited manifestation ability.

There comes a time when a mortal soul can withstand only so much pain and suffering. When it reaches its limit, the ghost becomes a poltergeist and the soul has only one purpose—to terrorize the living. Poltergeists use any means available to them and can be quite effective.

Spectres

It is unclear where spectres came from, but they are only found in the wilderness. Legends suggest they might be related to the Oni

Ancestral Ghost (ghost)

F A m

+1 manifestation

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
haunt (family members), shivers, manifest

Murder Victim (ghost)

F A m

+2 manifestation

discipline ☑ ☑ ☑ ☑ ☐ ☐

gimmicks
haunt (murder scene), shivers, manifest

aptitudes & academia
nightmares, gremlins

War Casualty (ghost)

F A m

+3 manifestation

discipline ☑ ☑ ☑ ☑ ☐ ☐

gimmicks
haunt (battlegrounds), shivers, mist, manifest

aptitudes & academia
nightmares, gremlins

Poltergeist (ghost)

F A m

+3 manifestation

discipline ☑ ☑ ☑ ☑ ☑ ☑

gimmicks
haunt (house), shivers, wind, manifest

aptitudes & academia
terrorize, putrefy

Banshee (spectre)

+3 manifestation

discipline ☑ ☑ ☑ ☐ ☐ ☐

gimmicks
haunt (rustic villages), wind, manifest

aptitudes & academia
terrorize, silence, putrefy

Hag (spectre)

+4 manifestation

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
haunt (abandoned cottage in the woods), manifest

aptitudes & academia
terrorize, gremlins

Wood Nymph (spectre)

+3 manifestation

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
haunt (tree), manifest

Siren (spectre)

+4 manifestation

discipline ☑ ☑ ☐ ☐ ☐ ☐

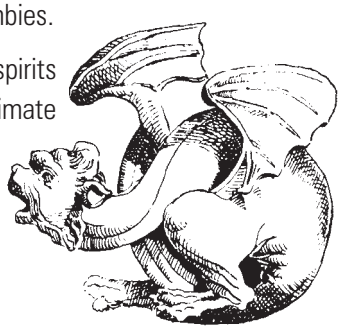
gimmicks
haunt (the sea), manifest

aptitudes & academia
lure, silence

(entities) and were stripped of power. They can manifest in various forms, including nymphs, hags, and wailing banshees.

Spirits

The Astral Realm is home to the spirits which are the servants of the entities. They are sometimes granted power in order to manifest in our world and carry out the entities' wishes. Other times, their jealousy of mortal freedoms motivates them to manifest in our world and attempt to live as we do. Many are capable of possessing human bodies or corpses. Spirits possessing living bodies are called dybbukim, while those in corpses are zombies.



Although, it is rare, spirits have been known to animate stone and earthen structures such as gargoyles and golems.

Vampires



Vampires have been hunting mortals for thousands of years. No one is sure of their origins, but they are believed to be the result of cross-breading between the ancient gods (or Astral entities) and mortals.

One legend describes how early vampires were given the choice between mortal life and an eternal one. When they chose the latter, the gods grew worried that the vampires' population would become too powerful. In order to prevent a conflict, they gave the vampires the thirst for human blood with the belief that humans would hunt them and keep their populations small. Instead, the vampires learned to hunt mortals and prospered as a society. By the middle ages, the hunted had become the hunters; man crusaded against evil and destroyed all vampire settlements, turning them into a society of outcasts and *creatures of the night*.

Vampire's are anarchistic by nature. They play by their own rules and take whatever they desire. Many remain isolated from human society, while others prefer to hunt mortals in their own backyards.

Vampires are supernatural, undead creatures. This means that they walk and talk, but fail to register as human beings (no heartbeat or pulse). Their only method of reproduction is by draining a victim completely of blood. If the body is not disposed of properly (steak through heart, decapitation, or cremation) it will rise again as a vampire.

There are four methods for killing a vampire: driving a wooden steak through its heart, chopping its head off, setting it on fire, or allowing sunlight to ignite its body into flames. It is possible for a vampire to become incapacitated, but its wounds will soon heal and become a threat once again unless one of the methods described above is employed.

Vampires have large fangs which, despite modern fiction, cannot be retracted. They are used to drain blood from their victims in order to survive. This must be done once per week. Failure to do so will not kill a vampire, but its regenerative powers will cease to work until fresh blood is found.

Gargoyle (spirit)

ƒ A m

+4 fitness	-1 awareness	+5 manifestation

discipline ☑ ☑ ☑ ☑ ☑ ☑

gimmicks
tolerance to pain, invulnerability

aptitudes & academia
paralyze, possession

Golem (spirit)

ƒ A m

+2 fitness	-1 awareness	+1 manifestation

discipline ☑ ☑ ☐ ☐ ☐ ☐

gimmicks
tolerance to pain, vulnerability (water)

Dybbuk (spirit)

ƒ A m

(varies) manifestation

discipline ☑ ☑ ☑ ☑ ☑ ☑

gimmicks
tolerance to pain

aptitudes & academia
possession

Young Vampire

OFAM

+3 fitness	+2 awareness	0 creativity	0 reasoning

luck ☑☑☑☑☐☐
discipline ☑☑☑☑☑☑

gimmicks
immortality, vulnerability (sunlight, fire, symbols of faith), night vision, natural weapon (fangs), non-reflective, regeneration, invulnerability

convictions
dependency (human blood: compulsion), phobic (symbols of faith, running water: compulsion), phobic (garlic: habit)

aptitudes & academia
|choose appropriate skills|

Typical Vampire

OFAM

+4 fitness	+2 awareness	0 creativity	0 reasoning

+2 esp

luck ☑☑☑☑☐☐
discipline ☑☑☑☑☑☑
transformation ☑☑☑☐☐☐

gimmicks
immortality, tolerance to pain, vulnerability (sunlight, fire, symbols of faith), night vision, natural weapon (fangs), non-reflective, regeneration, invulnerability

convictions
dependency (human blood: compulsion), phobic (symbols of faith, garlic: commitment)

aptitudes & academia
mesmerism (proficient)
|choose appropriate skills|

Elder Vampire

OFAM

+4 fitness	+2 awareness	0 creativity	0 reasoning

+4 esp

luck ☑☑☑☑☐☐
discipline ☑☑☑☑☑☑
transformation ☑☑☑☑☑☑

gimmicks
immortality, tolerance to pain, vulnerability (sunlight, fire), night vision, natural weapon (fangs), non-reflective, regeneration, invulnerability

convictions
dependency (human blood: compulsion), phobic (garlic: compulsion)

aptitudes & academia
mesmerism (expert)
|choose appropriate skills|

Ghoul

OFAM

+1 fitness	0 awareness	0 creativity	0 reasoning

luck ☑☑☑☑☐☐
discipline ☑☑☑☑☑☑
physical endowment ☑☑☑☑☐☐

gimmicks
longevity

convictions
loyalty (vampire master: compulsion)

aptitudes & academia
|choose appropriate skills|

Vampires sleep during the day, using abandoned buildings, crypts, caves, or whatever shelter is available. Sunlight is the vampire's most serious threat and they will never willingly expose themselves to it.

Vampires usually employ ghouls to protect them and perform chores during the day. The vampire makes them drink some of his own blood which gives them supernatural physical ability. Ghouls receive a number of physical endowment points equal to the vampire's fitness rating. These points will disappear after one week and can only be regained by ingesting more of the vampire's blood.

Abilities, gimmicks, and convictions vary depending on the vampire's age.

Werewolves



Lycanthropy is both a curse and a bloodline. The curse has been traced back to a band of gypsies who traveled Europe during the middle ages. After being driven off a patch of land, they put a curse on a man, condemning him to a life of uncontrollable savagery.

On the first full moon after the incident, the man transformed into a horrifying creature; that of half man and half wolf. His instincts took over and he mauled his entire family. He awoke a few days later in an isolated area with no memory of the past days' events. Upon arriving back at his village, he learned of his family's fate as well as his own.

Over the course of several months, the cursed man decimated half of the village's population. He was finally killed by a hunting party, but not before biting several others. The ravaging continued the next month by those who were bitten and the curse of the werewolf began to spread throughout Europe and Asia.

The origins of the bloodline are unknown, but those born into it do not carry the curse. It is purely a hereditary condition and cannot be transmitted by any means other than reproduction. Members of the bloodline undergo painful transformations into wolves during the new moon and werewolves during the full moon.

All werewolves act on instinct and are extremely ferocious. Their sharp fangs and long claws make them a formidable opponent. Only cursed werewolves are vulnerable to silver (presumably, to give them a weakness the gypsies could exploit should they become threatened). The bloodlines are capable of regeneration, making them even more dangerous.

Cursed Werewolf (werewolf form only)

F A M

+4 fitness | +1 awareness

luck ☑☑☑☑☐☐

discipline ☑☑☑☑☐☐

gimmicks
vulnerability (silver), night vision, natural weapon (fangs, claws), natural armor, lycanthropy curse

convictions
raging (threat of attack: commitment)

aptitudes & academia
brawling (proficient), athletics (proficient)

True Werewolf (werewolf form only)

F A M

+4 fitness | +1 awareness

luck ☑☑☑☑☐☐

discipline ☑☑☑☑☐☐

gimmicks
night vision, natural weapon (fangs, claws), regeneration, natural armor, lycanthropy bloodline

convictions
raging (threat of attack: commitment)

aptitudes & academia
brawling (proficient), athletics (proficient)

Graveyard Zombie (spirit)

-1 fitness	0 awareness	+4 manifestation

discipline ☑ ☑ ☑ ☑ ☐ ☐

gimmicks
tolerance to pain, vulnerability (salt)

aptitudes & academia
putrefy

Fallen Comrade (spirit)

* fitness	0 awareness	+4 manifestation

discipline ☑ ☑ ☑ ☑ ☐ ☐

gimmicks
tolerance to pain

aptitudes & academia
possession

** same as character's original ability*

Mummy (spirit)

-1 fitness	-1 awareness	+2 manifestation

discipline ☑ ☑ ☑ ☑ ☑ ☑

gimmicks
tolerance to pain, natural armor, vulnerability (salt)

aptitudes & academia
nightmares, gremlins

Skeleton (spirit)

0 fitness	0 awareness	+4 manifestation

discipline ☑ ☑ ☑ ☑ ☑ ☑

gimmicks
tolerance to pain, invulnerability

Hell Hound (spirit)

+2 fitness	0 awareness	+2 manifestation

discipline ☑ ☑ ☑ ☑ ☑ ☑

gimmicks
tolerance to pain, invulnerability, natural weapon (fangs, claws)

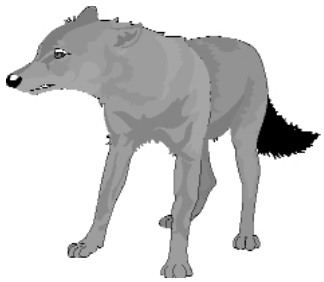
aptitudes & academia
brawling (proficient), athletics (proficient)

Zombies

Spirits can animate both animal and human corpses and do not feel pain or possess values, moral or otherwise. They are commonly controlled by necromancers. Severed body parts still function as long as the spirit is in control of the body proper. Banishing the spirit, decapitation, or a bullet in the head are the only ways to ensure that a zombie will stay down.

Wild Animals

Lions and tigers and bears. Oh my! Actually, wolves, bats, giant rats and more.



Bat

fitness 0 **awareness** +2

luck ☑☑☐☐☐☐

discipline ☑☐☐☐☐☐

gimmicks
natural weapon (fangs), flying ability

aptitudes & academia
brawling (proficient), athletics (proficient)

Crocodile / Alligator

fitness +2 **awareness** 0

luck ☑☐☐☐☐☐

discipline ☑☑☑☑☑☐

gimmicks
natural weapon (teeth, claws, tail), natural armor

aptitudes & academia
brawling (proficient), athletics (proficient)

Giant Rat

fitness +4 **awareness** +2

luck ☑☑☐☐☐☐

discipline ☑☑☑☑☑☑

gimmicks
natural weapon (fangs, claws), natural armor

aptitudes & academia
brawling (proficient), athletics (proficient)

Giant Spider

fitness +4 **awareness** +1

luck ☑☑☐☐☐☐

discipline ☑☑☑☑☐☐

gimmicks
natural weapon (fangs), natural armor

aptitudes & academia
brawling (proficient)

Giant Snake

+4 fitness | **0** awareness

luck ☑☑☐☐☐☐

discipline ☑☑☑☑☑☐

gimmicks
natural weapon (fangs, constriction), natural armor

aptitudes & academia
brawling (expert), athletics (proficient)

Rat

0 fitness | **+2** awareness

luck ☑☑☐☐☐☐

discipline ☑☐☐☐☐☐

gimmicks
natural weapon (teeth)

aptitudes & academia
brawling (proficient), athletics (proficient)

Swarm of Bees

0 fitness | **0** awareness

luck ☑☐☐☐☐☐

discipline ☑☑☑☑☑☑

gimmicks
natural weapon (sting)

Wolf

+2 fitness | **+2** awareness

luck ☑☑☐☐☐☐

discipline ☑☑☑☐☐☐

gimmicks
natural weapon (fangs, claws)

aptitudes & academia
brawling (expert), athletics (proficient)

